

**ENCOURAGING STUDENTS' SELF-CONFIDENCE IN SPEAKING  
ENGLISH THROUGH SNAKE-LADDER GAME AT SECOND-GRADE  
STUDENTS OF SMP MUHAMMADIYAH 06 DAU MALANG**

**THESIS**



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**THESIS**

**This thesis is submitted to meet one of requirements to achieve Sarjana  
Degree in English Language Education**



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### **AUTHOR'S DECLARATION OF ORIGINALITY**

I hereby declare that the intellectual content of this thesis is the product of my own work and has not been submitted to any other University or Institution.

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I also declare that this is a true copy of my thesis, as approved by my thesis committee and the English Language Education office.

Malang, October 28<sup>th</sup>, 2017



St. Kurnia Erfilawati

## **MOTTOS**

“Strive not to be a success, but rather to be of value”

-Albert Einstein-

“Optimism is the faith that leads to achievement. Nothing can be done without hope and confidence”

-Helen Keller”

“The roots of education are bitter, but the fruits is sweet”

-Aristotle-

## **DEDICATIONS**

I dedicate this thesis to:

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My dearest fiancé

My rusunawa squad, mak Ophel, Nicky, Safir

My lovable hasan angel squad, Mput, Sherly, Yola

My collegial close friends, mace Ais, Reda, Appik

My comrade-in-arms, Aulia and ELED-A 2013

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SMP MUHAMMADIYAH 06 DAU, MALANG**

**ABSTRACT**

The lack of self-confidence will cause some communication problems especially in speaking English. When the learners do not have enough self-confidence, they cannot communicate using English freely and effectively in the class. One of the ways to overcome is by implementing snake-ladder game. It is an interesting medium used for motivating and increasing students' interest in learning process. Those ways can be applied as reinforcement of encouraging students' self-confidence. This Classroom Action Research (CAR) is aimed to encourage students' self-confidence in speaking English at second-grade students of SMP Muhammadiyah 06 Dau, Malang.

This study was conducted at SMP Muhammadiyah 06 Dau, Malang. The research subjects of this research were second-grade students of English in Class C which consisted of 30 students. This research was conducted through the following procedures: doing preliminary observation, planning, implementing, observation and reflection. There were two major indicators used as criteria of success in this research. First, since the highest score of questionnaire is 50 point, the students have to achieve score  $\geq 35$  point. Second, there should be 75% total number of students get score  $\geq 35$ . The data were gathered from speaking-test, observation, questionnaire and interview.

After conducting the observation, the result showed that the mean score of students' questionnaire in preliminary study was 24.43 point. In Cycle I, the implementation of snake-ladder game showed the improvement of students' self-confidence. The mean score was 28.13 point, it was not successful because the students who got  $\geq 35$  point were only 14 students that proven by 56.27 %. Nevertheless, the mean score of Cycle II was 38.67 point, it means the first criterion of success was achieved. Moreover, the students who got  $\geq 35$  point out of 75% of the total number of students which is calculated as 77.33%. As the result, all criterion of success were achieved. To sum up, the result of Classroom Action Research (CAR) proven that the implementation of snake-ladder game could encourage students' self-confidence in speaking English at second-grade students of SMP Muhammadiyah 06 Dau, Malang.

**Keywords:** *Self-Confidence, Speaking English, Snake-Ladder Game*

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Malang, October 28<sup>th</sup>, 2017



The Researcher



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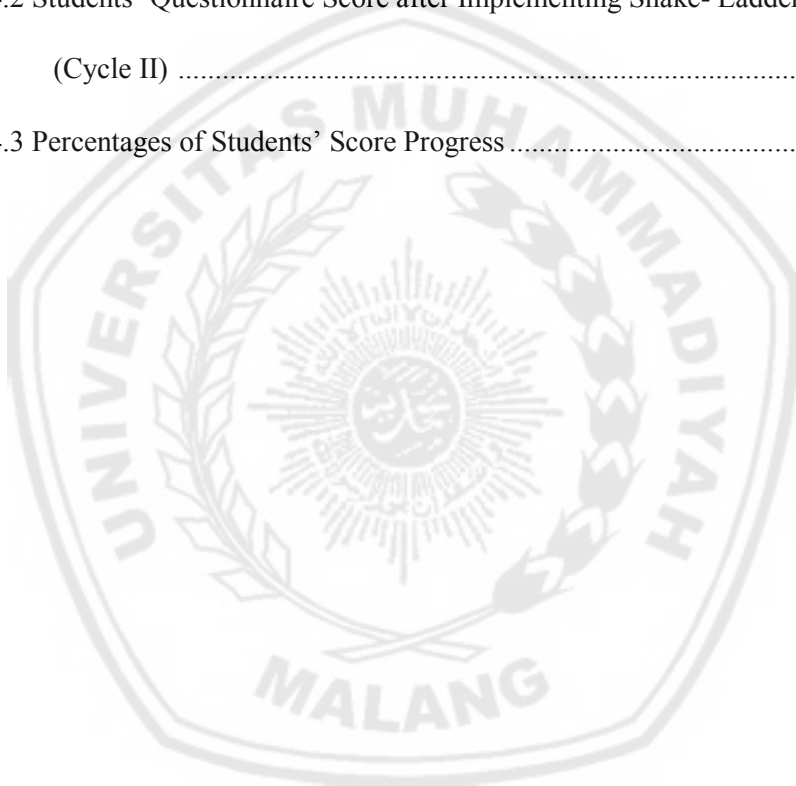
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